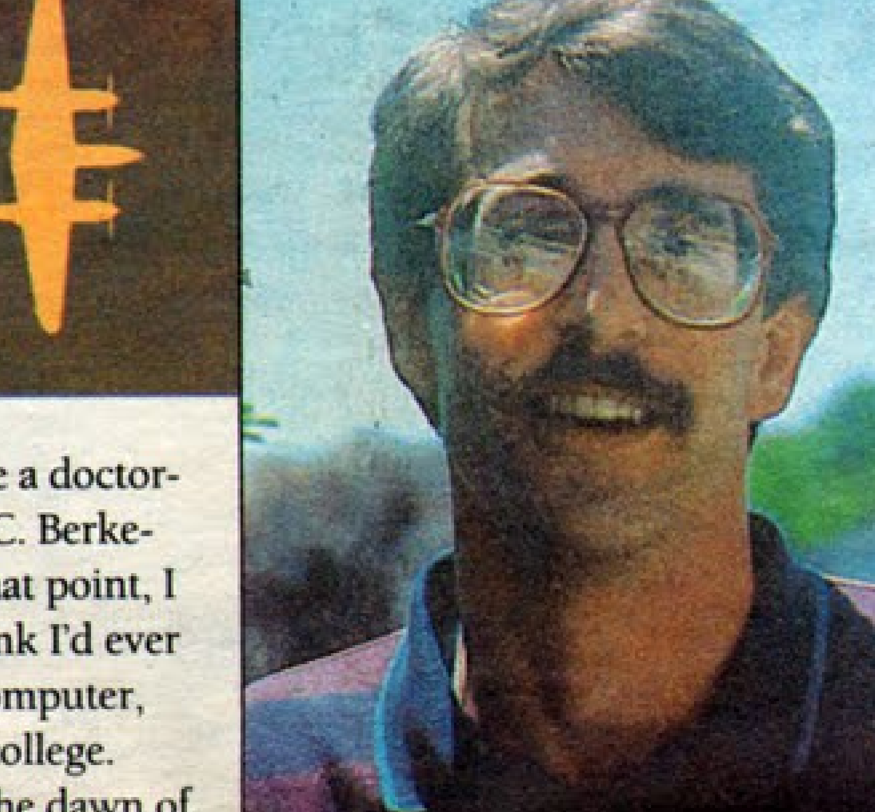

THE ADVENTURER™
X-WING™
Fly for the Rebel Alliance Against the Imperial Forces
NUMBER 4
SPRING 1992
LUCAS Arts

I wanted to do something very different from what had already been done: take a pivotal part of history and look at it from both sides.

AN INTERVIEW WITH LARRY HOLLAND



How did you get started designing and programming combat flight simulators?

It all started with my involvement in the *PHM Pegasus*™ and *Strike Fleet*™ projects. Noah Falstein was the game designer on those games, and I was the software designer. Both were modern naval simulations. After that, I started doing research for a third naval simulator, and I became very interested in the World War II carrier battles between the U. S. and Japan. I was also interested in doing some kind of air simulator — I wanted to create a game that was up close, fast paced, and action oriented. The problem was, we needed the proper technology. I didn't want to do another polygon based simulation, where it was hard to recognize the different aircraft. So I started working with bitmaps, to make things more recognizable, and hopefully more enjoyable. Once I'd developed the technology, I realized that no one was really doing World War II sims. It's really one of the most interesting periods of history, especially in terms of air combat. That's how *Battlehawks 1942*™ was born. At the time, I didn't really think, "Oh, I've got seven games here, we can do a whole series." I was just worried about getting the first one done! I wanted to do something very different from what had already been done: take a pivotal part of history and look at it from both sides. Up to that point, flight simulators really focussed on the planes, rather than the times, the people, and how the battles influenced the course of the war. That's what I set out to do with *Battlehawks*, and it's become my philosophy for all the sims I've done.



How did you get started programming?

My background is in archaeology and anthropology, actually, so I've always been interested in history, in the drama of things. In 1981, I came to California to pursue a doctorate at U.C. Berkeley. At that point, I don't think I'd ever seen a computer, even in college. During the dawn of the computer age, I was traveling all over the world. When I got here, I was working as a chef at a restaurant in Berkeley — and I realized I didn't particularly want to do that for the next six years while I worked on my doctorate. At the time, my roommate had an Atari 800, and he was into programming. I thought, "Hey, what a cool machine!" So I finally got a Commodore 64 and spent all my spare time teaching myself how to use it. Back then, that's how most people got started with computers. There were no books, no classes — you had to teach yourself and rely on other people who had computers. I'd always wanted to build something, but I just hadn't found the right medium. Computers seemed to me to be the perfect combination of engineering and creativity.

I finally got a job with HES (Human Engineered Software). So I got out of the kitchen and into programming. Since then, computers have become my life's passion. And I still have the flexibility as an independent contractor to take classes and keep learning about history and anthropology in my copious spare time. (laughs)

Your games are very historically accurate. What goes into your research for a game?

Well, I go to the library. I read a ton of books, mostly first person accounts, as well as some strategic overview. As for analysis and interpretation, I like to leave that for the player. I give them the facts and details as accurately as possible, and let the players draw their own conclusions. We also talk to living experts, including former pilots and historians. I try to get a handle on the issues of the war. It's very important to decide what strategic elements a player should have control over. Of course, there are infinite factors, but we focus on a few key elements that were crucial, like oil production in *SWOTL*.

How important is it to have a realistic flight model in an air combat simulator?

It depends if you're talking about perceived realism, or the way it really works. The two are very different. We get letters from former pilots, who say, "Wow! This is great! This is just like I remember it." They're talking about a gut, sensory impression about the realism of flying and interacting with other planes — not the hardcore mathematical models. So far, I've focussed on that gut feeling of realism rather than the strict mathematical stuff. I've emphasized plane to plane engagement, seat of the pants flying. I like to keep the controls as simple as possible, so someone can jump in and enjoy the game. Of course, the more technically accurate the flight model is, the more difficult it is to fly. Unless they're really familiar with flight simulators, people tend to be intimidated by having to learn the uses of a bunch of different keys. That makes a game hard to get into. I want them to be able to hop in the cockpit and fly.

Of course, the flight model has improved over the course of our flight simulators. In fact, I was afraid it would get too difficult, so I broke it up into regular and advanced modes. Ultimately, I'd like to do games that are variable and configurable, so that we can make as many people happy as possible.

What do you think the impact of technology will be on flight simulators over the next few years?

Up to now, we've seen a very steep change in horsepower, and that's what has allowed sims to advance so rapidly. I think we're reaching a plateau in that regard, though. I'd like to see improvements in the way video cards work. Right now, a VGA card is a bottleneck. The memory on a video card is slower to get to by a factor of 15 to 20 than the computer's main memory. Typically, flight simulators use 320x200x256 resolution graphics. Although there are higher VGA standards available, there just isn't the horsepower to push that many pixels around at the rate necessary in a flight simulator. So unless we see a change in the way video memory is handled, we won't be able to go to a higher resolution.

CD-ROM will definitely have a super impact. Right now, CD technology doesn't have the speed we need for a flight simulator, but there are other benefits to the technology. Sound is incredibly important. And there's also a benefit in terms of how we deliver the product. The games being made now are just much too big for the media we're using — we're talking about games that come on 10 disks and take up tons of room on your hard disk. With CDs, we can build bigger games that won't take up three quarters of your hard disk.

How did you choose the four expansion disks for SWOTL?

We knew everyone wanted to see the P-38. I didn't think it belonged in the actual game, because it was much more important in the Pacific Theater. But even before we released the game, many of our customers told us how much they wanted to fly the P-38, so that was a natural choice. The P-80 is a natural choice, too, because it lets you get up to par with the Germans. It would have been the first reasonable American jet — in fact, four of them did make it to Europe before the end of the war. Some people

"Going from a prop-driven plane to a jet was like getting out of an old car and getting into a brand new one."

U.S. Air Force Captain Thomas Marsters, former T-33 flight instructor

wanted to see British planes like the Mosquito or the Lancaster, but I wanted to keep to the theme of *Secret Weapons of the Luftwaffe,*® which is Americans vs. Germans. I chose the two German planes, the He162 and the Do335, because they were the two really important interceptor aircraft that didn't make it into the war. They're both very unique planes, and they would likely have been used in the role of intercepting bomber formations.

In the course of the series, your games have shown a lot of evolution, in terms of both subject matter and style. What brought about these changes?

After *Battlehawks*, I had a lot of new ideas. I wanted to focus on another pivotal battle, something with a "what if" possibility, that might have gone either way. I chose the Battle of Britain because it fit those criteria, and it was also such a great story. Also, World War II is a pretty huge area to cover, so it was best if we used some discrete period. With *SWOTL*, I wanted to draw in some of the modern jet simulator fans who didn't like World War II sims because they thought there weren't any cool, fast planes back then. I wanted to say, "Hey, this was the dawn of modern aviation!"

I've had a kind of "kitchen sink" approach to each new game. I guess I keep trying to make everyone happy, which is impossible. But it's fun and challenging to keep thinking of more ways for the player to interact with the product on different levels. I want to thank our customers for all their ideas and passion. They really keep me on my toes and make this an interesting, exciting job. **ESC**

LOCKHEED P-80 SHOOTING STAR

The P-80 Shooting Star, the first operational U.S. jet fighter, earned its reputation in the late 1940s and during the Korean War. The P-80 was designed and built in 1943, at a time when countries on both sides of the war were scrambling to put jet-propelled fighters into aerial combat. Developed in record time, the Shooting Star was to be the aircraft that could combat the German Me 262 jet fighter and the Me 163 rocket fighter on equal terms. Had the war been prolonged, the world's first jet-versus-jet battles would likely have been fought between the P-80 and the Me 262.

"Flying a P-80 was such a fantastic feeling of freedom, like having a jet engine strapped to your butt."

U.S. Air Force Second Lieutenant William Burns, former P-80 pilot

Performance Data:
Powerplant: One Allison J-33-9/11 jet engine
Thrust: 4,000 pounds
Top speed: 558 miles per hour at 27,000 feet
Standard armament
• Six .50-caliber Colt-Browning M2 machine guns, with 300 rounds per gun, mounted in the nose



LOCKHEED P-38 LIGHTNING

One of the most innovative, versatile, and recognizable aircraft of the Second World War, the twin-boomed, twin-engined P-38 Lightning saw extensive action on every battle front. In Europe, the P-38 was one of the main long-range escort fighters for U.S. bombers until the arrival of the P-51 Mustang, and in North Africa and the Mediterranean, Luftwaffe pilots called it *Der Gabelschwanz Teufel* (the fork-tailed devil). In the Pacific, its heavy firepower and excellent durability proved to be devastatingly effective against the lightly armored Japanese fighters, and P-38s shot down more Japanese aircraft than any other U.S. fighter. Although not as fast or maneuverable as the P-51 Mustang or the P-47 Thunderbolt, the P-38 was compensated with formidable armament, outstanding range, and the safety factor of twin engines, which usually allowed it to get back to base even if an engine was shot out.

"As far as handling, the P-38 was firm but very good, it was a real smooth airplane. You could fly it hands-off very nicely. And for an airplane of that weight and that power, it was extremely maneuverable."

U.S. Air Force Lieutenant Colonel Burton Van

Performance Data:
Powerplant: Two Allison V-1710-89/91 inline engines
Horsepower: 1,425 at sea level; 1,600 at war emergency power
Top speed: (H): 402 miles per hour at 25,000 feet (J): 414 miles per hour at 25,000 feet
Standard armament:
• Four .50-caliber Colt-Browning machine guns, with 500 rounds per gun, mounted in the nose
• One 20-mm Hispano cannon, with 150 rounds, mounted in the nose

HEINKEL HE 162 VOLKSJÄGER

A light fighter born out of the rubble of Germany in the final months of World War II, the Heinkel He 162 will be forever associated with the last desperate attempts of the Third Reich to hold back the inevitable tide of defeat. Designed, tested, and mass-produced in an incredibly short period of time, the jet-powered *Volksjäger*, or "People's Fighter" would, in the fantasies of Adolf Hitler, Hermann Goerring, and other Third Reich leaders, blast large enough numbers of Allied aircraft out of the sky above Germany. Despite its remarkable production schedule, however, the He 162 became operational too late to make any difference in the air war, and the plan to use hundreds of sixteen- and seventeen-year-old *Hitler Jugend* (Hitler Youth) as He 162 pilots in Germany's final defense was never realized.

"In view of the fact that the He 162 never saw combat, we are left with the intriguing if purely academic question of how it would have made out if it had been used in anger. It would certainly have made an effective gun platform, and its small dimensions would have made it difficult to hit. Even if somewhat underpowered, it had a good performance — it could certainly have run rings around the contemporary Meteor — but it was no airplane to let embryo pilots loose on, and it would have demanded more than simply a good pilot to operate it out of a small airfield. ...had...the necessary fuel been available, the He 162 might well have got in among our bombers in numbers at a time when desperate measures might just have achieved sensational results."

RAF Captain Eric Brown, who test-flew the He 162 in 1945

Performance Data:
Powerplant: One BMW 003E-1 or E-2 Orkan single-shaft axial-flow turbojet
Top speed: 491 miles per hour at sea level, 521 miles per hour at 19,700 feet
Standard armament
• Two 20-mm Mauser MG 151 cannons, with 120 rounds per gun, mounted in the lower nose section of the fuselage

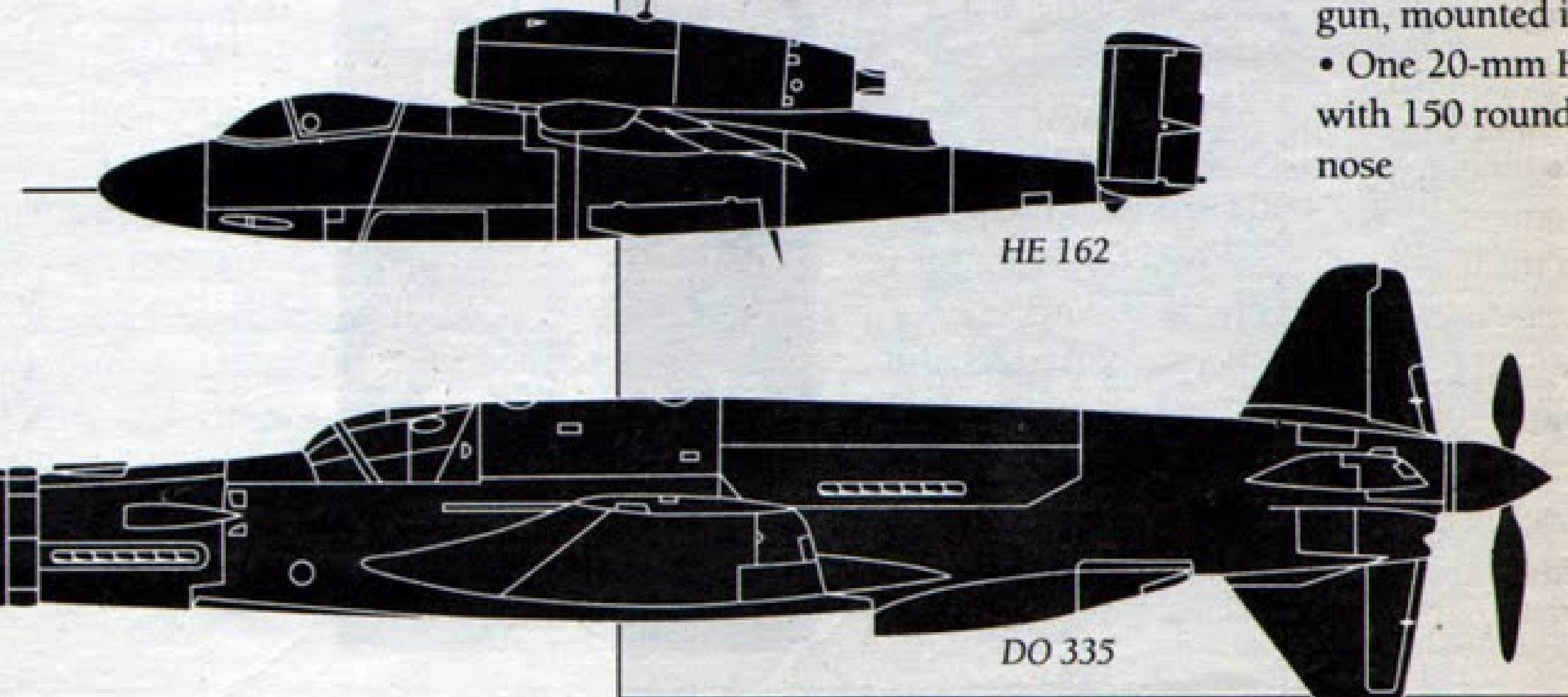
DORNIER DO 335 PFEIL

Nicknamed the *Pfeil*, or "Arrow," the Do 335 employed a radical centerline thrust concept. Two engines were mounted on the fuselage, one with a conventional tractor propeller in the nose and the other with a pusher propeller behind the tail. Because of this "push-pull" arrangement, the Do 335 was the fastest piston-engined fighter ever built — with greater maneuverability and speed than twin-engined aircraft with more conventional, wing-mounted engines. The innovative Do 335 signalled the last hurrah for the piston-engine fighter, as the jet came to dominate the military aircraft scene after the war.

"...I found the Do 335 lively to fly, and right from the short takeoff run under the smooth roar of the two Daimler-Benz DB 603s it afforded that comforting feeling of being overpowered, a gratifying sensation that one seldom experiences."

RAF Captain Eric Brown

Performance Data:
Powerplant: Two Daimler-Benz DB 603G 12-cylinder inverted vee air-cooled engines
Top speed: 474 miles per hour at 21,325 feet
Range: 1,280 miles; 2,330 miles with drop tank
Standard armament
• One 30-mm MK 103 cannon, with 70 rounds, mounted through the propeller spinner in the nose
• Two 15-mm MG 151 cannons, with 200 rounds per gun, mounted on the upper cowling of the front engine

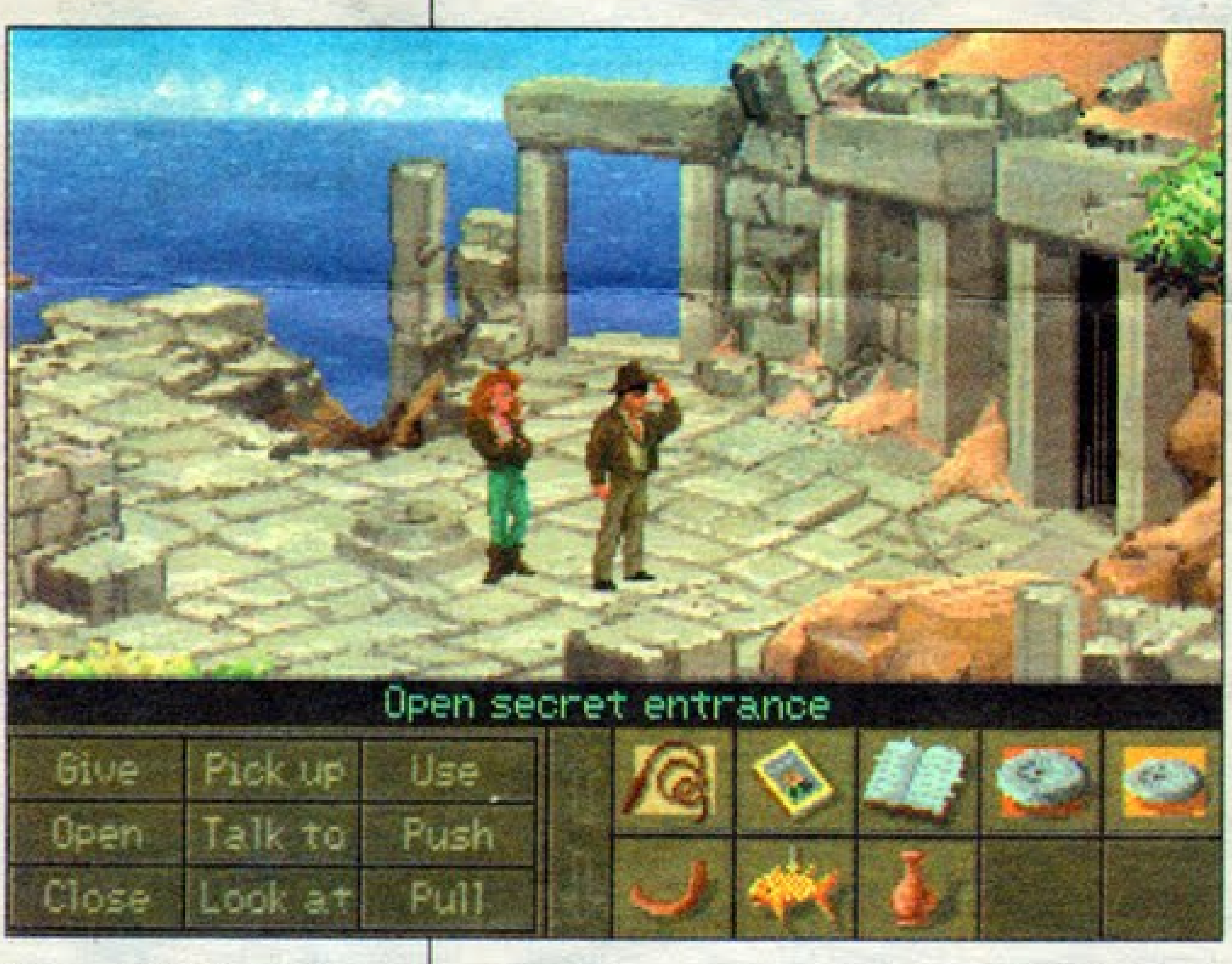

HE 162
DO 335

There seemed to be, if not something for everyone, at least something for a lot of different gaming tastes.

The Kitchen Sink Factor

BY NOAH FALSTEIN

The true measure of a game ultimately boils down to a simple question: Is it fun? The answer to the question is also often a simple yes or no. But the reasons for the answer, as well as the answer itself, vary widely from person to person. Fun is a very subjective yardstick. The game designer is often faced with design decisions that will make a game more fun for some people and less fun for others. The designer has to compromise, to pick an audience and aim for it, to narrow the sights. You can't please everyone.



Above right: When you play The Secret of Monkey Island 2: LeChuck's Revenge, *you decide in the beginning whether you want to play the easier Monkey Lite or more challenging Classic mode.* **Above:** Indiana Jones and the Fate of Atlantis *offers the player three different paths to Atlantis.*

Or can you?

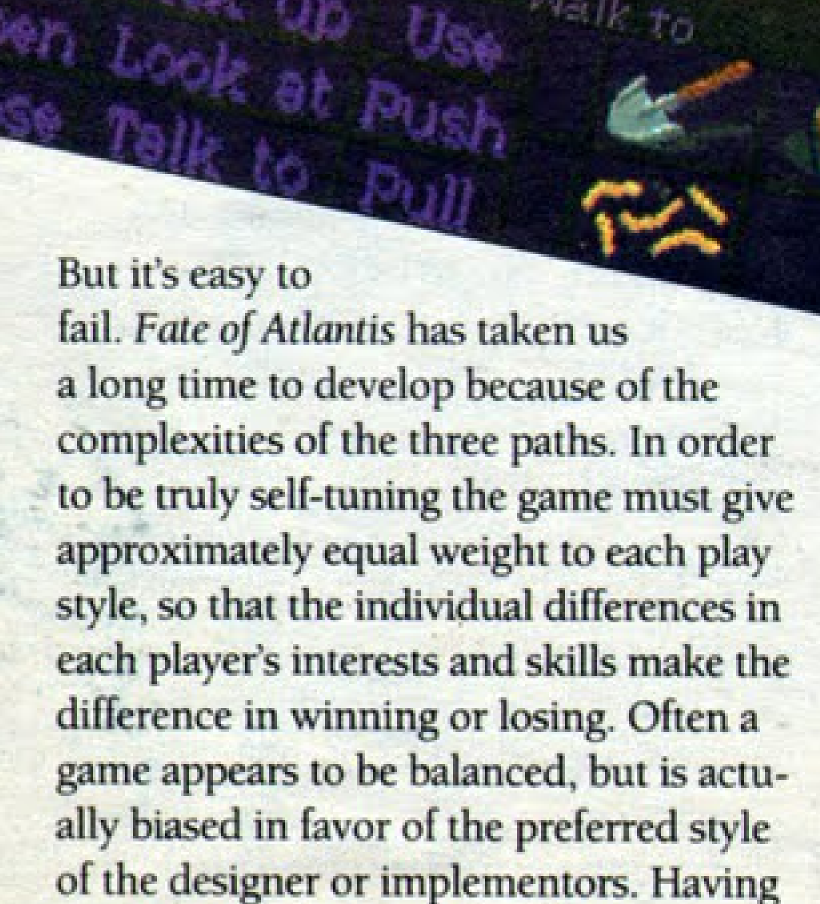
Some years ago I began to notice a pattern in some best-selling computer games. Richard Garriott's *Ultima IV*™ was a game composed of many interlocking subgames, which were interlocked in such a way that the player could almost ignore one in favor of another. Sid Meier's *Pirates*™ combined a little of an arcade game, a little simulation, a little strategy/wargame, and a little roleplaying game. In games like these, there seemed to be, if not something for everyone, at least something for a lot of different gaming tastes. I coined the term "Kitchen Sink Factor" as a way of designating a game that seemed to include everything but the kitchen sink.

Some recent LucasArts Games efforts show new ways to make self-tuning games. Ron Gilbert's *Monkey Island 2: LeChuck's Revenge*™ takes the explicit, user selectable approach and lets the player choose one of two game modes up front. The beginning adventurer who has never played (or played and never finished) a graphic adventure gets "Monkey Lite," a streamlined, easy version of the game, with a condensed version of the full game's story and locations (but a full dose of its humor). Hard-core gamers can try the "Monkey Classic" version, with more locations, surprises, and many more and tougher puzzles. The "Lite" version is designed so it can be played as a warm-up, and doesn't ruin the "Classic" version for later play. This design allows us to bring in a whole new group of gamers who may have shied away from hard-core games, while still giving veteran players the challenge they've come to expect.

LucasArts' newest game is Hal Barwood's *Indiana Jones® and the Fate of Atlantis*.™ In this graphic adventure, the player is challenged at an early stage of the game to enter a theater. There are three ways in, of roughly equal availability and difficulty. The player can find his way through a maze of boxes to climb a ladder that leads in, or beat up a guard, or talk his way past that guard. It is assumed that the player will find whichever way most appeals to him — maze lovers will go for the boxes, verbally inclined puzzlers will choose to talk their way through, and the action gamers will duke it out. Choosing one of these ways selects one of three paths through the game, each of which emphasizes the chosen method of problem solving. For example, the player who chooses to fight will have many more opportunities to try his skill at action sequences.

There's also a mechanism for overriding the automatic choice built into the game and integrated into the story, to confirm that the player really wants the chosen path. This also gives the game a level of replayability unusual in a graphic adventure, by letting the player choose to play the game through on another path. The game manual is explicit about how to accomplish this, but it is assumed the vast majority of players will simply do what comes naturally the first time through and not even be aware that the game has tuned itself to their sensibilities.

What are the pros and cons of making a self-tuning game? If you do it well you increase your potential audience.



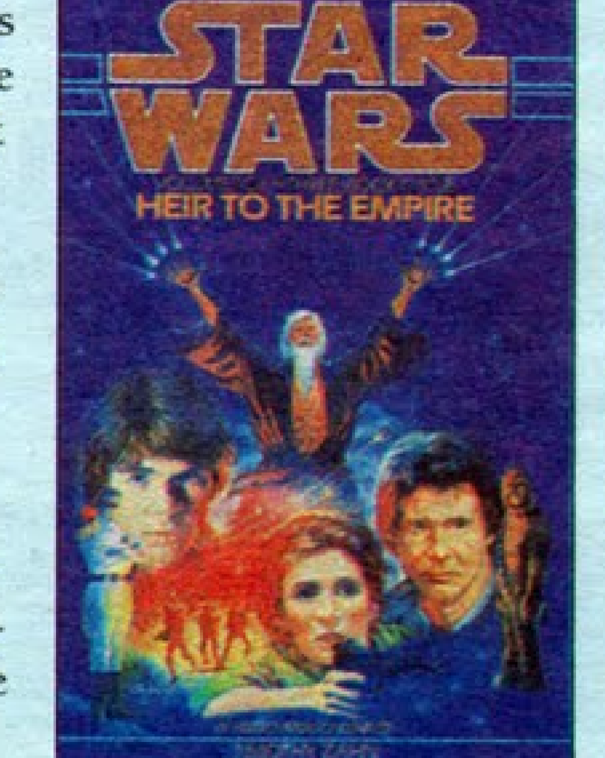
But it's easy to fail. *Fate of Atlantis* has taken us a long time to develop because of the complexities of the three paths. In order to be truly self-tuning the game must give approximately equal weight to each play style, so that the individual differences in each player's interests and skills make the difference in winning or losing. Often a game appears to be balanced, but is actually biased in favor of the preferred style of the designer or implementors. Having trusted consultants with different tastes than your own helps a great deal here.

The major challenge in the *Monkey Island 2* dual difficulty levels method is in avoiding doing twice the work of a single mode game, and giving players an interesting experience in each mode. Both types of self-tuning games present us with new obstacles, but they also provide us with exciting opportunities. We happen to think computer games are a lot of fun — and we also think it's well worth the effort to bring our unique kind of fun to as many people as possible. **ESC**

ANOTHER STAR WARS TRILOGY IN THE PLANNING

Plans have already been laid for another series of Star Wars® adventures, but not for the silver screen. With special authorization by Lucasfilm Ltd., Bantam Books launched the first of its planned three book cycle, ***Heir to the Empire***, in hardcover and audiocassette last summer ('91). The book quickly rose to #1 on the bestseller lists throughout the country, and the audio featuring the original movie soundtrack was a big hit as well.

Written by Hugo-Award winning author Timothy Zahn, *Heir to the Empire* picks up where the last of the movie trilogy left off. It is five years after "Return of the Jedi." The Rebel Alliance has driven the vanquished Imperial forces into a corner of the territory they once controlled. Han and Leia are married and face new challenges in governing the fledgling Republic, and Luke Skywalker is destined to become the first in a new line of Jedi Knights. But the last of the Emperor's warlords has taken command of the tattered imperial fleet and made two vital discoveries that could destroy the fragile new Republic. Once again Luke hears an old warning: "Beware the Dark Side…"



In ***Dark Force Rising***, the second book of the cycle, Luke, Leia and Han embark on three separate missions, and unless all survive, the fate of the Alliance is in terrifying doubt. The story that emerges is a towering epic of action, invention and mystery, and a spectacle of galactic proportion. *Heir to the Empire* (paperback/ audiocassette) and *Dark Force Rising* (hardcover/ audiocassette) will be available at your local bookstore in May 1992. **ESC**

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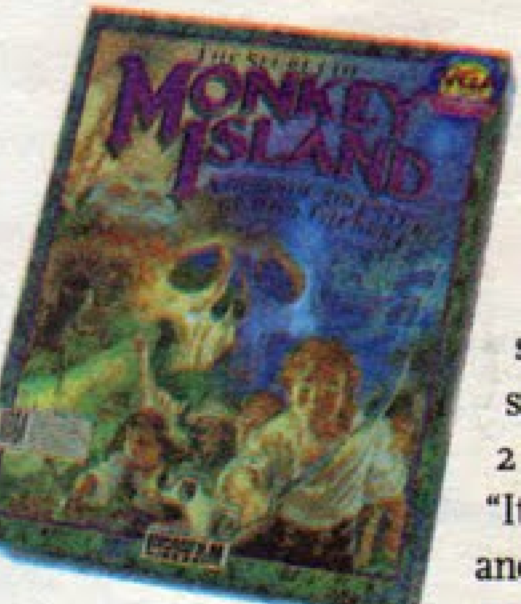






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Two of our coolest t-shirts were inspired by these two great games. The original Monkey Island shirt with monkeys swinging down the long sleeves or the new Monkey 2 shirt, with the motto "It's a great day for spitting" and lots of spit wads, are sure to please any kid.

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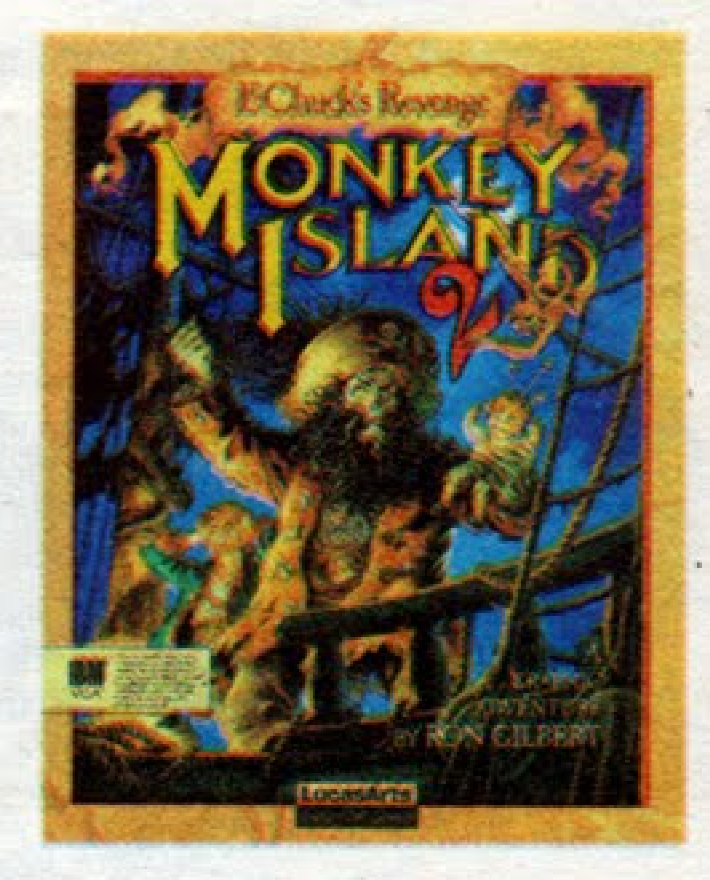
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Darth Vadar Sweatshirt *Space Scene T-shirt* *Allover Print T-Shirt*

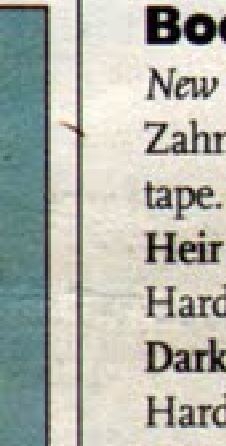


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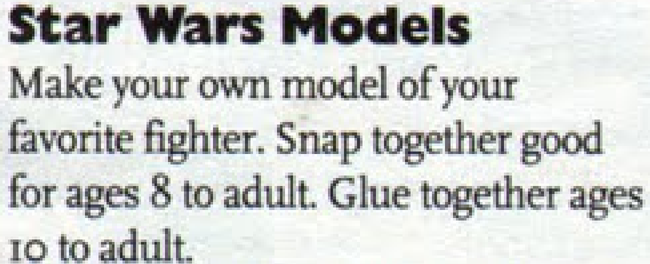
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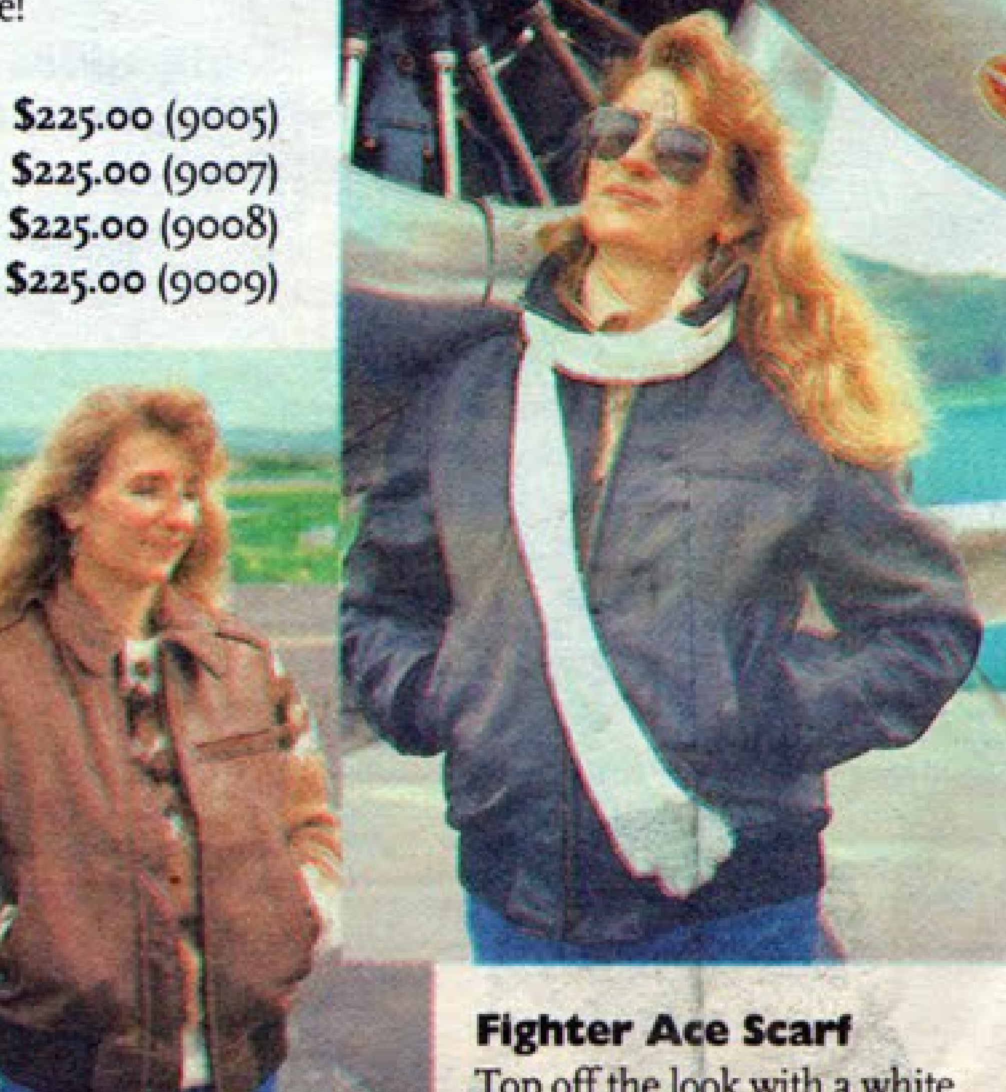
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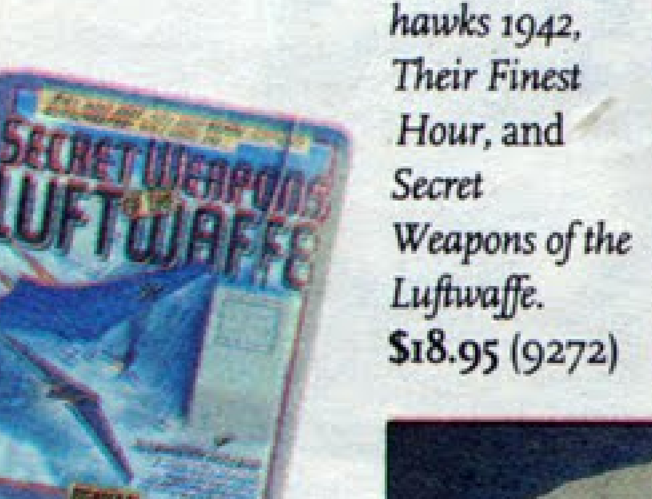


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Each Tour of Duty disk includes three flight school missions; eight historical missions; five (for U.S. planes) or four (for German planes) custom missions in which players can fly each of the "enemy" aircraft against the featured plane; a tour of duty; and a mission builder for creating custom missions. Add a whole new dimension to your Secret Weapons game with these great new planes. Each was chosen for its unique characteristics which you will be sure to enjoy. **Secret Weapons of the Luftwaffe required to play Tour of Duty disks.**

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Fly the P-38 "Lightning" plane, which was built from a chopped fuselage and two long booms mounted on a single wing, either as a pure fighter or as a devastatingly effective fighter/bomber. The P-38 can outpace and out-climb the Luftwaffe's Bf 109 and FW 190 fighters, and is packed with the power of four .50-caliber machine guns and one 20-mm cannon all mounted in the nose. With this plane you'll be the king of the sky.
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The P-80 "Shooting Star," America's first successful jet fighter, can be flown when escorting B-17s on bombing raids or flying treacherous low-level ground attacks. The P-80's laminar flow wing allows for greater maneuverability at high speeds even at high altitudes. Six .50-caliber Colt-Browning M2 machine guns, with 300 rounds per gun will help you shoot the German planes out of the sky.
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The Heinkel He162 Volksjäger, Germany's "People's Fighter," was designed to blast large numbers of Allied aircraft out of the sky. Also called the "Salamander" its top speed was 491 miles per hour, 580 miles per hour diving, and its thrust could reach 2,082 pounds during emergencies. The He162 is one of the lightest planes and its armament of two 20-mm Mauser MG 151 cannons, with 120 rounds per gun will make the Allied planes wary of fooling with this plane.
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The Dornier Do335 "Pfeil" or "Arrow," designed as a single-seat fighter-bomber, a fast reconnaissance aircraft, a heavily-armed destroyer and a night fighter, saw little action in the war. The fire power of this plane was lethal. It was equipped with one 30-mm MK 103 cannon (with 70 rounds) mounted through the propeller spinner in the nose. It also boasted two 15-mm MG 151 cannons (with 200 rounds per gun) mounted on the upper cowling of the front engine. Finally, it carried one 1,102 pound bomb, as well as, four 551 pound bombs. Watch out Allied troops for this fierce plane!
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Award-winning Maniac Mansion helped pioneer the point-and-click interface that makes typing obsolete. Find out for yourself why Dr. Fred kidnapped your favorite cheerleader... and just what Nurse Edna is doing with that scalpel.

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Spring 1992 ADVE004
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RED LEADER TO GOLD LEADER: X-WING™ ON THE HORIZON

All Superman has to do is put on glasses and no one recognizes him.

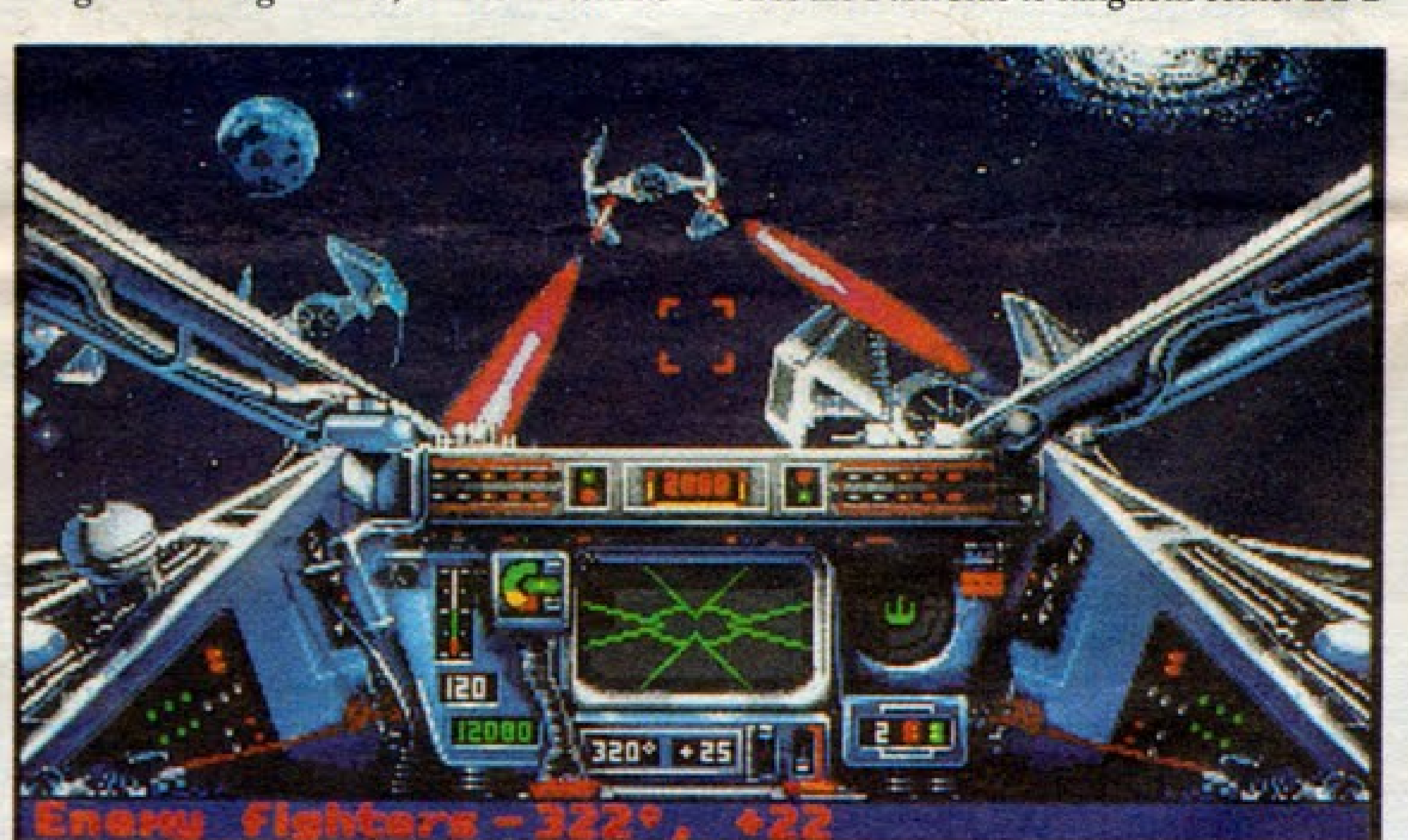
Rev up your turbo chargers, jump in your cockpit and zoom into light speed! You're on your way to defend the galaxy against the Dark Side!

The simulator everyone's been waiting for is finally on its way — *X-wing*. Based on the "Star Wars®" fantasy, *X-wing* depicts the Rebel Alliance's effort to abolish Darth Vader's Imperial Forces. *X-wing* puts you in the cockpit of the Rebel Alliance's fighter planes to do battle with fleets of TIE fighters and Star Destroyers.

X-wing is divided into three sections: training, historic missions and tours of duty. In training, you're a new recruit for the Rebel Alliance. You must become familiar with the star fighters (X-wing, A-wing and Y-wing models) and learn to take the ships through their paces. If you're a successful recruit, you'll be accepted into the Rebel academy, where you must prove yourself worthy by re-enacting top Rebel pilots' most daring missions. Three tours of duty await you as a newly trained pilot, each focusing on a different aspect of Darth Vader's powerful Imperial Forces.

Brought to you by designers Lawrence Holland (creator of *Their Finest Hour: The Battle of Britain®* and *Secret Weapons of the Luftwaffe®*) and Edward Kilham, *X-wing* features advanced 3D art and an iMUSE™ soundtrack.

X-wing will be available for IBM and compatibles in time for Christmas, 1992. So tune up your R2 unit and get ready to blast the Dark Side to kingdom come. **ESC**



Chester's Corner

Hello, and welcome to yours truly's spot in this fine journalistic endeavor. Hopefully you're all enjoying our games so much that you can't even be bothered to stop and read the paper, let alone search for a hint. But, for the rare few who are racking their brains ad nauseum, there is some relief… me! Read below and find the answers to some of those puzzles that have been boggling your little mind.

Monkey Island 2: LeChuck's Revenge™

Stuck with ashes after visiting the crypt? The voodoo lady won't talk to you anymore, huh? You actually have to look around without any help? (Isn't this what you shelled out sixty bucks for in the first place?) Try digging around in her vast array of bottles and jars and see what you can pilfer. She may talk to you after you prove your worthiness by finding the correct item on her shelves.

The bird stole my map piece!! Perhaps it would help to think at this time of other flighty people you know… like…your once dearest love, Governor Marley! She didn't name her dog Guybrush for no reason. Perhaps his amazing ability to sniff out her possessions reminded her of your amazing ability not only to sniff them out, but to steal them! How can little Guybrush help you in your quest?

Indiana Jones and The Last Crusade:® The Graphic Adventure

I'm stuck by the grating! Have you tried climbing up the ladder? Bugging the people having lunch? Haven't you always wanted to disturb some mushy couple enjoying a nice bottle of wine? Indy has! Take a look at that wine bottle first to ensure its worthiness, then fill it up with water at the fountain. Bring it back down to the torch and use them together and… annd… aaaannndddd… well… try it!

Maniac Mansion™

I can't find the combination to Nurse Edna's Safe! It's right below the safe, only in veeeerrry tiny little print. "If only I had a magnifying glass," you think. If only I hadn't spent all those hours holed up in my room staring at the computer screen and ruining my eyesight — whoops! — I mean, If only I had a telescope! YEAH! Feed the man-eating plant some radioactive pool water. Just like the critters in Love Canal, N.Y., it'll grow, grow, grow. Feed it some Pepsi for the right gastrological effect (aka burps galore!), and scale that succulent! Put a dime into the telescope, push the "right" button, repeat, and you'll see the winning combination! (Just like Lotto — but different!)

Secret Weapons of the Luftwaffe®

My ME 163 rockets won't fire! Remember,oh fighter buff, the ME 163 had photovoltaic cells to activate its rockets. Try getting near a B-17, arm those rockets, and get under the Fortress. Because they fire vertically, you should be able to blast your enemy right out of the sky.

continued on page 7

Atomic Comics: The Defenders of Dynatron City™

Take a bizarre city where "mutation is a way of life," mix in six wacky super heroes and the demented, power hungry head of an atomic soft drink plant, and the result is an exciting new comic fantasy: *Defenders of Dynatron City*. *Dynatron City* is so appealing it's been turned into a FOX Children's Network television special produced by DIC Enterprises, a Marvel comic book series and a JVC/LucasArts Games video game.

With each super hero possessing unique and unusual powers, the Defenders include such oddball characters as Toolbox, Ms. Megawatt, Jet Headstrong, Buzzsaw Girl, Monkey Kid and Radium Dog. "It's been a dream come true for me to do a project like this — to see something I just imagined on paper come to life," said Gary Winnick, originator of the Dynatron City characters and story line. Gary previously co-designed Maniac Mansion,® a LucasArts adventure game that was adapted into a live action TV series on the Family Channel.

Inspired by such "Silver Age" Marvel comics as *Spiderman* and the *Fantastic Four*, Gary set out to create a classic super hero game. "What I always loved about super heroes is that they're able to break all the physical laws," said Gary. "They can have phenomenal powers, and everyone within their world accepts that as normal. All Superman has to do is put on glasses and no one recognizes him. I wanted to make a game with interesting characters who have really fun, amazing powers."

As Gary's concept drawings progressed, they became more and more outrageous, taking the super hero fantasy to its most ridiculous extreme. He realized that these off the wall characters were a lot more fun and unique than a traditional cast might be.

The Defenders soon took on a life of their own. "I felt that there was more to this story than could be presented in a Nintendo game alone," said Gary. The FOX special, which aired on February 22, told the story of the Defenders' creation. Now, through the Marvel comics, Gary is getting his chance to share the continuing adventures of the *Defenders of Dynatron City* with fans.

For Gary, the comic book has been "a labor of love." Gary comes up with the ideas for the comics together with Steve Purcell, creator of *Sam & Max*. Steve then works their ideas into a script, which is submitted to Craig Anderson, editor at Marvel Comics. After exchanges between Marvel and LucasArts and with the script approved, Steve begins to draw the cover illustration. The inside pages are pencilled by artist Frank Cirocco, who has worked on a variety of comics, including *Samurai Cat* and *Alien Legion*. Once the frames are pencilled, Steve scripts the word balloons. When the pages are inked and final, camera-ready art is sent to Marvel in preparation for printing. So far, Marvel Comics has distributed four out of a series of six issues planned for this year.



Steve and Gary have dreamed up a host of new and far out adventures for the Defenders team. In their travels, the Defenders meet the evil Marshall Mayhem at a dude ranch; battle an undersea colony of sinister, mutated, intelligent fish; and even take on a rebellious group of super-smart fleas by shrinking themselves and jumping onto the back of their very own Radium Dog.

The *Defenders of Dynatron City* game for Nintendo will be available in June. Look for the *Defenders* Marvel comics at a book store near you. **ESC**

Please put me out of my misery, tell me how I can get a hold of a VGA copy of Monkey Island to replace my EGA version.

Letters

Have you thought of redesigning the WWII programs into a space program e.g. *Star Wars* (Rebels vs. Darth Vader just like the movie) with similar features copied from *The Battle of Britain* and *Battlehawks*; Whereby, you can create missions, fly various aircraft or ships. There is a *Star Wars* game on the market but it isn't the same.

Anthony Kwyk
Manitoba, Canada

We think about a lot of things, Anthony — and this is no exception. We are in fact working on an X-Wing *game, to be released this fall. Check out the article on* X-Wing *in this issue of the* Adventurer *for more information. — Ed.*



Thank you very much for the magnificent day you provided for my son, Erich Fisher. Your association with *Nintendo Power Magazine* gave him a trip and a memory he will never forget. I was most impressed, however, that no one in the Lucas organization talked down to Erich, but instead let him converse at an adult level.

The arrangements at Lucas Games Division and at Skywalker Ranch were superb, and much more than I expected. I was so pleased that everyone we met openly enjoyed talking to Erich about their job with LucasArts.

Erich is now an even more vocal spokesman for the quality, workmanship, fun and professionalism displayed at LucasArts. Again, thank you so much for your time and tremendous enthusiasm.

Deborah Fisher
Spring, TX

Erich Fischer was the grand prize winner of our Star Wars *contest featured in* Nintendo Power Magazine. *His prize was a day with LucasArts Games. He spent the morning with our game designers and the afternoon visiting LucasArts' THX and Skywalker Sound divisions, and Lucasfilm's archives. — Ed.*

Our family has just received *Monkey Island 2*, and, to regret, it seems that we could not save more than two games because our drive C was filled to its brim, with twenty thousand bytes free (at the most)! I realize that you do not allow your games to be saved on floppy disks because in most of your games, you cannot die. But what if a person had favorite parts of the game, and wanted to go through them every time he played? It would be much easier if you could save and restore games to and from floppy disks. Please make this possible in your future games.

Billy Kolasa
St. Clair Shores, MI

Because a hard drive is required for the game, we didn't want to confuse anyone by offering the impression that the game is playable from floppy disks. By the way, couldn't you just free up some hard disk space by deleting all our competitors' games? — Ed.

The people at Lucasfilm have truly come up with a great game (*Secret Weapons of the Luftwaffe*). It is the most realistic and enjoyable experience I have ever had. As a law enforcement officer for over 11 years specializing in narcotics, pornography and weapons I have not led a dull life. But the people at Lucasfilm really know how to make life more exciting.

Nick Filazzola
North York, Ontario, Canada

I am already excited about the expansion diskettes for *Secret Weapons of the Luftwaffe®* and would like to know more about them. Could you possibly be thinking of joining the RAF (Lancasters, Spitfires, and the like) with the game?

Frank Cofer

P. S. Did you say Lucasfilm made movies?

You can find more information about the four expansion disks for Secret Weapons *in this very issue of the* Adventurer. *Sorry, no expansion disks featuring British planes are planned. — Ed.*
P. S. We're looking into this movie thing to see if there's any truth to it.

I have just discovered something more upsetting than the demise of Twin Peaks and more horrifying than a plate full of broccoli — I have the EGA version of *The Secret of Monkey Island* when a VGA version exists. Yes, you heard it right, I could have been playing it in 256 glorious colors, it's enough to make a grown man cry!

Please put me out of my misery, tell me how I can get a hold of a VGA copy of Monkey Island to replace my EGA version.

Brendon Reed
Highton, Victoria Australia

Take a chalkboard into the woods. Write the names of all the Monkey Island *programmers on the board. Place a bottle on a stump. Throw rocks at the bottle, calling out a programmer's name each time. When the rock hits the bottle, write a letter to the programmer whose name you called to get the upgrade. Failing that, simply send your original* Monkey Island *disks to our product support department and we'll exchange them for the 256 color version. — Ed.*

I read recently in a computer magazine that you have said you are not planning to port *Secret Weapons of the Luftwaffe* to the Amiga. While I am not a big fan of flight simulators, I do take this to be a bad sign. Does this mean that you may not port any more graphic adventures to the Amiga?

If you are not porting to the Amiga because of lack of sales, please reconsider. I would really like to play *Monkey Island 2: LeChuck's Revenge* on my Amiga.

Jason Lescalleet
Newark, OH

We know that many of our Amiga fans are disappointed that we won't be producing Secret Weapons of the Luftwaffe *for the Amiga. However, quality is our primary consideration, and we determined that we were unable to create an Amiga version of this game comparable in quality to the original product. We know that Amiga users want quality, not just quantity. We would rather not create an Amiga version at all than release a substandard game. The good news is, we're still going ahead with our adventure games for the Amiga.* Monkey Island 2: LeChuck's Revenge *is available now, and* Indiana Jones and the Fate of Atlantis *will be available this fall. — Ed.*

Just want you to know that I think the Mac version of *Monkey Island* is great. I don't think the music is as good as Sierra/Dynamix's games. But the speed at which the game runs (screen changes, responsiveness, etc...) is much better than the Sierra/Dynamix games. I like the interface too. Good job Lucasfilm! I hope to see *Indy 4* and *Monkey Island 2* for the Mac as well. What is the current outlook for these games on the Mac?

Paul Natsch
America Online

Mac versions of Indiana Jones and the Fate of Atlantis *and* Monkey Island 2: LeChuck's Revenge *are already in the works. Just for you, we're revamping the sound for these games. Both will feature iMUSE soundtracks and improved sound. Look for both games this fall.—Ed.*

I purchased a copy of *Secret Weapons of the Luftwaffe* this past January, and have since then found it to be quite entertaining, as well as quick-paced and thrilling. About three weeks ago I added on to my collection of Lucasfilm games the P-38 add-on. I found that to be quite entertaining as well. However, I believe there is an error within it. Upon purchasing the add-on, I noticed that on the box it states that the add-on upgrades SWOTL to a 2.0 version. I found absolutely no documentation elsewhere stating that. Even your READ.ME file had nothing about this. I discovered that within the game itself you have also added three "invisible" new aircraft, which show up absolutely nowhere, either in the game or the manual. They are the Do 335, the He 162, and the P-80. I search frantically throughout my manual, but there is nothing even mentioning them.

Matthew P. Myers
Dayton, OH

The Tour of Duty: P-38 Lightning *disk does in fact contain the upgrade to version 2.0. This update contains a number of changes to the program which improve gameplay. For instance, the joystick calibration is improved, flak functions more accurately, and several...uh...minor and occasional anomalies have been corrected. The upgrade also enables the four new expansion planes to be integrated into the game. However, the Do 335, He 162 and P-80 are not included with the P-38 disk. These planes are offered as separate expansion disks, which may be purchased individually.—Ed.*

I would like to thank Lucasfilm... the polite hint line operators. Just to pay you guys back... Diet Grog... listed below.

1 Packet of any flavor red Kool-Aid mix
1 Cup of sugar
1 Cup of regular Cola
A splash of any type of red fruit juice
A smaller splash of lemon juice
2 Quarts of water

The best part of Diet Grog... is that it... only eats through your teeth! (Available soon in six packs.)

Anyway, it's about time I let you guys know just how much I love your games.

A BIG Lucasfilm fan,

John P. Drauss
Plymouth, MI

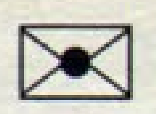
P. S. If you can find a way to edit this baby, do you think that putting it in the *Adventurer* is a possibility?

Congratulations, John! We did find a way to edit your letter, and here it is in the Adventurer! *— Ed.*

One question about *Monkey Island 2*: Does the message "Script 215 stopped with active cutscene/override in exit," followed by the program stopping, mean anything? Or is it just a programmer's joke, like disks 22, 36, 114 in *Monkey Island*?

Barry P. Murphy
Conover, NC

Uh... YEAH! It's a joke! We meant to do that! But just in case, you'd better send us your Monkey Island 2*disks for replacement, or call our tech support department at (415) 721-3333 for assistance. — Ed.*

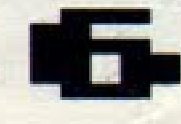


The Adventurer

Number 4 Spring 1992

Publisher Largo LaGrande
Editor Liz Nagy
Art Director Mark Shepard
Artists Steve Purcell
Contributing Writers Khris Brown, Noah Falstein, Sue Seserman, Tim Schafer, Mary Bihr
Producer Robin Parker
Print Production Carolyn Knutson
Special thanks to George Lucas

The Adventurer is published by LucasArts Games, P.O. Box 10307, San Rafael CA 94912. Subscriptions are free upon submission of the registration card from any LucasArts game.



Chester's Corner *continued from page 5*

If you have more burning questions about any of our games, call our 24 hour automated hint line at 1-900-740-JEDI (75 cents per minute). Callers under 18 must have their parents' permission.

Techie Bench

Answered below you'll find some of the questions we hear most often on the technical support line. We hope we can save some of your time by printing answers here, but we'll be more than happy to talk to you about any technical problems you might be having with any of our games. Our number is (415) 721-3333. Because we're on Pacific Time, remember that our 8:30am to 4:30pm hours may be a bit different from your own. We wish you all the best, and happy gaming!

Secret Weapons of The Luftwaffe

From those callers who've installed the game on their hard drive, we sometimes hear, "I keep getting the message, **Run install for setup to play SWOTL**. I've already run the install!" We remind them to **type in only "SW"** at the C:\SWOTL prompt. It will bring the game up with no delay.

The **SWOTL expansion disks**, such as the **P-38**, have also been the source of a few calls. We'd like to let people know that there is **no registration card** in the box (We can check to see if you're an owner of SWOTL already), and that **there is a fix for the P-38's speed being a little slow** on some machines. If you were playing SWOTL in EGA and had troubles with your **in-flight map** screen, received a fix, and then had it reappear with the P-38, we have a fix for that also. You can send in your original P-38 disks to us at the address below, and we'll be happy to send you a newer version.

Monkey Island 2: LeChuck's Revenge

We'd like to remind people to run this program straight from DOS. (**No menu programs, please!**) Although one can avoid memory clashes with the new DOS 5.0, **sound drivers can get pretty strange running in a Windows-like environment**. We realize this causes some disappointment, but we're sure our sound (with the new iMUSE system, especially!) more than makes up for it.

More on sound… For those of you who rushed out and bought a new 486, but were having trouble with "**Run-time error**" or "**divide by zero - R6001**" errors, have no fear! Simply mail in the first diskette of your game (The VGA version of *The Secret of Monkey Island* or *Indiana Jones and The Last Crusade: The Graphic Adventure*) and **we'll send you a brand new diskette** with a new file that you can copy into your existing hard drive directory. You'll be able to run the game just as it was always meant to be. Our mailing address is:

LucasArts Games
Technical Support Department
P.O. Box 10307, San Rafael, CA 94901

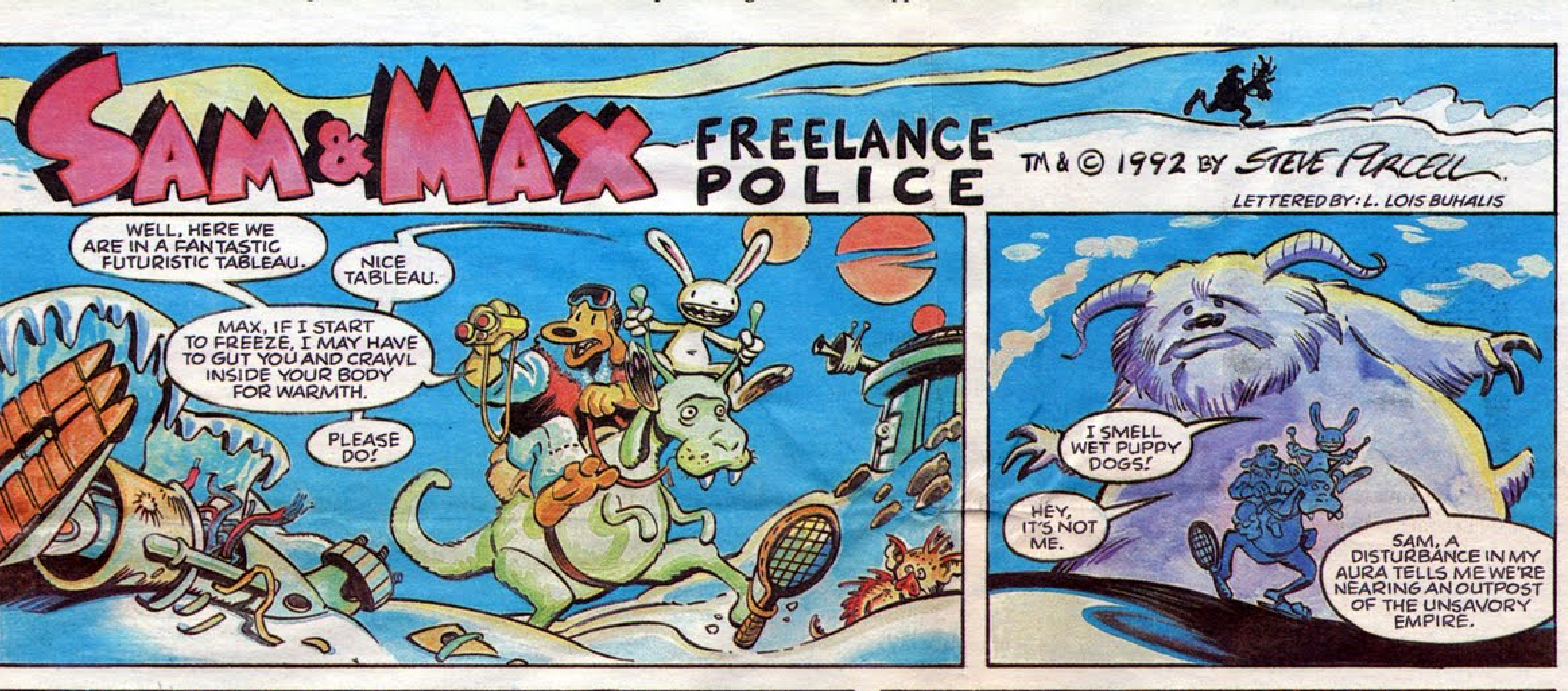
LucasArts OnLine

LucasArts Games product support is now available on the following online services:

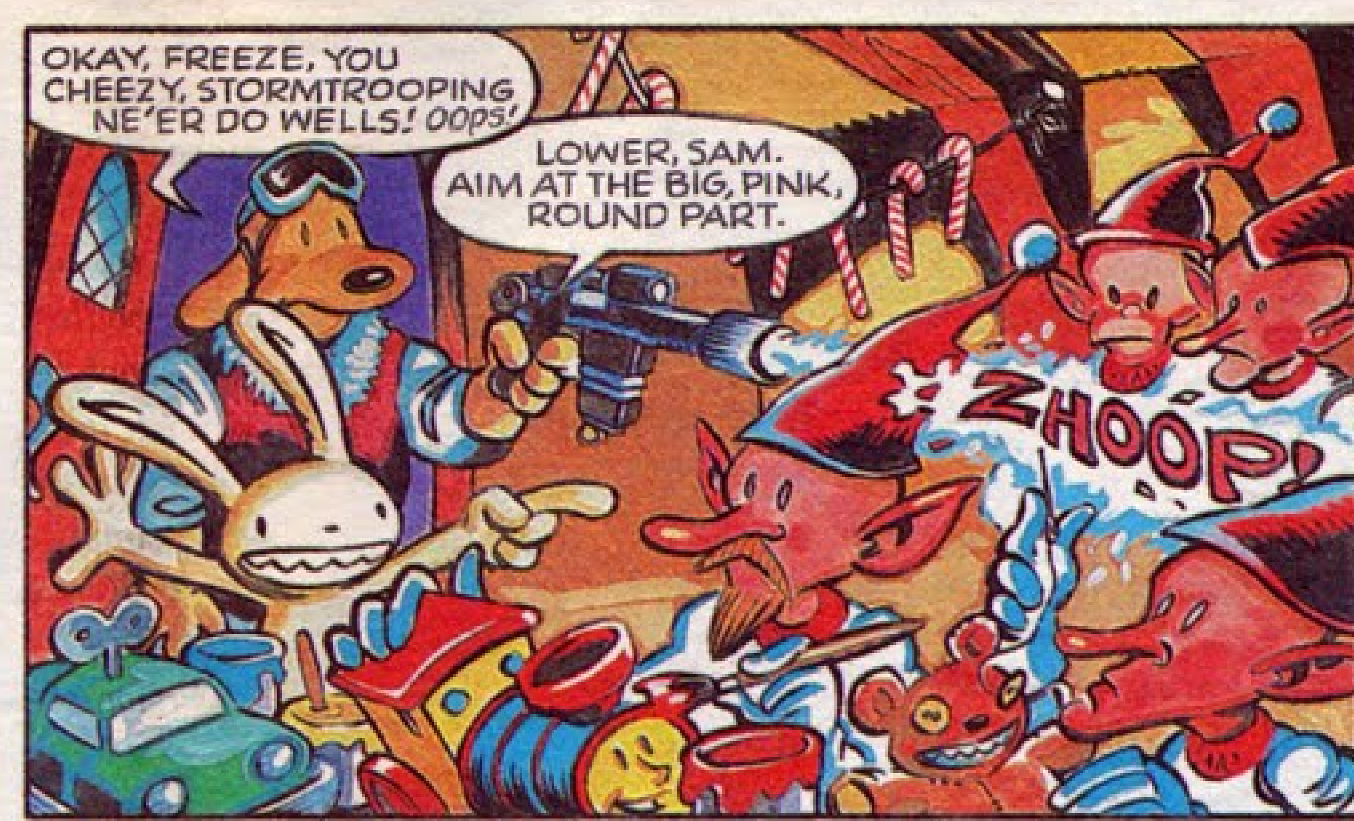
CompuServe
Game Publishers Forum (GAMPUB), section 7
Or send e-mail to ID # 75300,454

America Online
Keyword "Lucasfilm"
Or send e-mail to LizN1

GEnie
Games RT (page 805), category 27
Or send e-mail to LUCASFILM













Top Ten Reasons You Should Buy The Secret of Monkey Island 2: LeChuck's Revenge™

10. Special cameo by Charo!
9. Kids at school will laugh at you if you don't.
8. It contains the antidote for the deadly virus we snuck on you hard disk when you installed **Monkey 1**.
7. It'll put hair on your back.
6. It will mean one less copy my mom has to buy.
5. It doesn't have the word "Quest" in the title.
4. Every time you pirate a game, a fairy dies.
3. Odds of winning a million dollars cash are about equal whether you buy MI2 or a state lottery card.
2. Chicks dig it.

...and the number one reason you should buy **The Secret of Monkey Island 2: LeChuck's Revenge** is...

1. Your parents will hate it.

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LucasArts Games
P.O. Box 10307
San Rafael CA 94912

